

# METHOD AND APPARATUS FOR CONTROLLING A VEHICLE COMPUTER MODEL WITH OVERSTEER

## Abstract

A simulation system (30) for simulating an operation of an automotive vehicle includes an input (34) providing vehicle information and path information and a controller (38) having a vehicle computer model therein. The controller (38) is programmed to determine an initial steering wheel angle input to the computer model, determine a first steering wheel angle input to the computer model at a time later than the initial steering wheel angle input by comparing a look ahead point and an intended path, when the vehicle model is understeering, operate the computer model with the initial steering wheel angle input until an error of the first steering wheel angle and the initial is decreasing, when the error decreases, operate the computer model with the first steering wheel angle input; and generate an output in response to the vehicle model and the initial steering wheel input or the first steering wheel input.